

# Romp / Quadrilateral Cowboy

To celebrate [Quadrilateral Cowboy](#)'s 4th birthday, I'm releasing this document I wrote during the game's development.

Please note: this is not a design document. Think of it more as a junk drawer, or mood board, or stream of consciousness. As a result, 99% of this document is stuff that didn't get shipped -- but I like to think everything here helped flavor the final release.

Enjoy!

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- A cyberpunk roguelike. Throw player into a living, breathing cyberpunk world.
- Inspirations: Neuromancer, Deus Ex, Dieselpunk, Ghost in the Shell, Maschinen Krieger, A Mind Forever Voyaging, Akira, Blade Runner, Lupin III
- Story of a startup company. Primer. Social Network. Once.
- Action takes place in two places: real world ("meat world") and cyberspace.
- When in cyberspace, you need to find a safe location for your physical body.
  - Set up a real-world tripwire boobytrap to alert your avatar in cyberspace.
    - Claymore, tripwire, motion sensor, light sensor, noise sensor.
    - You have to do some light programming to hook stuff up!
  - Must have clear line of sight to set up mini-dish to orbital satellite.
- Buy/steal pieces to build your new "deck" (computer). Memory, processor, case.
- "Punch deck" (enter cyberspace).
- Five interconnected concepts:
  - Player.
  - World.
  - Enemies.
  - Pickups.
  - Effects. (poisoned, hungry, etc)
- Pop pills to enhance your abilities.
  - Addiction. Suffer withdrawal symptoms. Take more pills to remove symptoms.
  - Effects:
    - Reflexol: time slow down.

- Focusin: Punch deck for extended periods of time.
  - Boost: move faster, jump higher.
- Withdrawal symptoms:
  - Blurred vision.
  - Slow movement.
  - Screen shake.
  - Tunnel vision.
  - Blackout. Fall unconscious.
  - Mouse invert flipping.
- Alternate control scheme: player IRL plugs in headphone jack = player character punches deck.
- 1.44 floppy disks for software. (Cassette tapes?)
- Toys/tools/wetware:
  - auto-turret suitcase.
  - Hook up tripwire to anti-personnel mine.
  - Set up radar dish w/ clear LOS to orbital satellites.
  - Rip off a wall panel and plug in your deck.
  - “Puppeteer”: remotely take control of a robot/tank/machine.
    - Or just hack their eyeballs to see what they're seeing.
  - A fake gun that shoots blanks. You hate guns.
  - Thermoptic camo
    - as a wearable cloak.
    - on a big security robot.
    - Optic Camo: invisible to cameras.
    - Thermoptic: invisible to cameras and thermal sensors.
  - Basic Electrical Engineering. Soldering gun, etc.
  - Program things in LUA (Python?). Include compiler?
  - Bionic arm
    - Compartment to store items.
    - Retractable launcher/grappling hook/knives
  - Backup prosthetic body to back up your brain in.
  - Hack into government military orbital spy satellite for UAV data.
  - Say “trigger word” that activates mic hidden in your collar.
  - Blink X times to trigger various actions.
  - Stick stickycamera on wall to spy on people entering passwords.
  - Sentry gun:
    - Default: visual camera.
    - Alt 1: target audio targets (for invisible thermoptic camo foes).
    - Alt 2: prioritize aerial targets.
  - Gun that fires a sticky tracking beacon. Make baddies take beacon'd suitcase.
  - Wired Reflexes: you get ONE saving auto-bullet-time saving grace before it shorts out.
  - Military satellite heatmap: dependent on time of day.
  - Write notations on paper map.
  - Tracker device: blinks when looking near it, solid green when staring in right

direction.

- Snap photo, print it out (dynamic texture?)
- One-time use “panic lightning” to ward off baddies.
- Take advantage of govt-mandated fire alarm system protocol.
  - Doors unlock on fire alarm.
- Remote-detonated smokebomb that trips fire alarm.
- Clamber into ceiling crawlspaces.
- Workbench lamp w/ magnifying glass.
- “Listen” to cables (voltage meter) to find out security/phone/etc.
- Speak into phone pass word to security alarm.
- Attach phone to deck for modem connection.
- Search through someone's garbage.
- Use laser shotgun mic on a building to find security/bathroom/stairwell locations.
- Motion sensor: move slowly to pass it.
- Find a person:
  - Hack into FBI database to get facial data.
  - Hack into camera to look at crowd.
  - Run facial/voice/DNA recognition software w/ database to find person.
- Hack/use computers via text parser.
  - Login: `ssh root@202.54.10.20 reboot` (prompts for password)
  - Reboot: `reboot`
  - ftp: start ftp program.
    - `/get`: download file.
    - `/put`: upload file.
    - `/ls`: directory listing.
    - `/user`: username
    - `/pw`: password
  - LS: file listing.
  - DEL name: delete file.
  - DISCONNECT: disconnect from a server.
  - NET USER: list all user accounts on system.
  - GREP: search for line in plain text files. (`grep potato vegetables.txt`)
  - FIND: find files. (`find / -type f -name “myfile” -print`)
  - KILL: shutdown a process.
  - PING: get IP of remote machine (`ping machinename`)
  - WHOAMI: displays name of currently logged in user.
  - UNAME: operating system info. (Darwin Roadrunner.local 10.3.0 Darwin Kernel Version 10.3.0: Fri Feb 26 11:58:09 PST 2010; root:xnu-1504.3.12~1/RELEASE\_I386 i386)
  - NMAP: analyze remote server info, ports, etc.
  - NETSTAT: find all active IP connections.
  - GCC: compile a program (`gcc exploit.c -o exploit`)
  - GET: download a file.
  - PUT: upload a file.
  - Packet sniffer: keeps running log of all facility events (door opening, robot accessing door. Can be used to get robot's IP).
  - Place a trojan that grabs user login data and sends p/w to you.
  - Default the system to its factory presets.
  - Download exploit programs by service + operating system.
- One-time-pad programs that can only be used once (`_otp.exe`).

- Wacky Clockwork-Orange-esque vocabulary.
- Characters / security
  - Rival hackers.
  - Surveillance droids.
  - Commandos.
  - Elite ninja cyborgs who see through your thermoptic camo.
  - Maint. Workers who check out things you've broken/hacked.
  - Cops on the lookout for a NPC fugitive.
  - Cleaning drone you can hack & control.
  - Spidergun: shoots a webbing that immobilizes you.
  - Security Systems
    - Detectors that sniff for gunpowder/explosives.
    - Magnetic/tension reed sensor on windows.
    - Optical cameras.
    - Sound cameras.
    - MG turrets.
    - Motion sensors.
    - Roaming guards.
    - Laser tripwire.
    - Floor pressure pads.
    - Key/Card scanner.
    - Biometric hand/eye scanner.
    - Blast shutters.
  - Security guards
    - Shift changes at 12am, 4am, 8pm
    - Call in reinforcements that arrive in 30 min.
    - After breach, Go on high alert for three days.
    - On alert, will arm themselves at armory.
    - Can be bribed?
    - Diverted by diversions (i.e. loud explosions).
- Mission parameters:
  - “Upload the data to ftp://blabla between 7:30am and 7:40am. Failure to do so will result in contract termination and \$10000 penalty.”
    - Urgent contract: limited setup/prep time.
    - Do background check on your employer.
    - Get more pay if you do it under 24 hrs.
  - Get mission date via a minimal virtual chat room.
    - Use text parser to talk about the mission.
  - Routine
    - Get mission parameters, chat with employer.
    - Research into the target. Security, equipment, get-away plan.
      - Entryways.
      - Security (anti-air cannons)
      - Electrical grid.
      - Security cameras.

- Response time from authorities/backup.
  - Do the run.
  - Set up entrance/exit pickup (helicopter, car, etc.)
  - Do the handover with the employer.
    - Meet in a set alley way.
    - Before meet, set up an auto turret to cover your back.
- Verbs
  - Social engineering. Confidence game.
  - DDOS attacking.
  - Dumpster diving. Get memos, passwords, manuals, hardware.
  - Monocular, watch someone type in their password.
  - Reverse engineering: make a problem, wait for person to come to you for help.
  - Tap into phone junction box.
  - Run speech synthesis component
  - In-game LUA scripting for turrets, tools, automata, etc
- Missions:
  - download data from comatose kid's brain in a guarded hospital wing.
  - rock band security.
  - downed helicopter security.
  - Steal a brainbox.
  - delve into ruins to get a betamax machine. (clambering)
  - destroy a clone of Maisy.
  - protect moving convoy.
  - funicular.
  - space station.
  - outer space satellite.
  - dam.
  - robo parking complex.
  - weevil factory.
- Marginalia
  - Your heart is failing. Firing a gun will spike your adrenaline and you'll die.
  - Entire game is contained in a one-block radius. Police lockdown? Floating sky/sea island?
  - Hack and disable vent fans as you crawl through vents.
  - Get building layout via city hall records.
  - Time limit. You have to complete your contract before dawn.
  - Complete the hack before your real-world defenses fail.
  - Program: TIMER. Set countdown timers that appear on corner of deck screen.
  - Use carabiner to carry stuff around.
  - You must firewall yourself. Install anti-virus into your body.
  - Hack doors open so a prison escapee can escape. Guide him with simple commands.
  - Hack into someone's brain, use that someone to stuff your own body into a safe spot.
  - Space elevator to the moon.
  - Failsafe: upon death, your mind is transferred into dummy body in cold storage.
  - Brains-in-jars.

- Self-scrambling security: auto overwrites files with garbage when breached.
- Important People have subdermal trackers. To prevent being followed, rip them out.
- Crawl through/under access panels.
- Changing weather patterns.
- Bomb embedded in the brain.
- Mission: steal a 1 ton data server. Call in a Sikorsky CH54 cargo helicopter.
- Ghost image for where security last spotted you.
- Uplink to military satellite and get infrared top-down view of the area.
- A song you play to keep track of how long you have until the mission ends a la Inception.
- You can't shoot guns because of your morality chip.
- Silly: simultaneously coordinate multiple agents, a la Rainbow Six.
- The area is locked down because:
  - cops suspect a fugitive is in the area (not you).
  - They engage in systemic firefights without your intervention.
- Todo
  - add “soft alarm” explanation debug text on the object that was open too long.
  - add videos that walk through a mission.
  - start game in new year’s party aftermath. Time jump to christmas.